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# Trends in Academic Libraries: Research Assistance and Instruction

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# Trends in Academic Libraries

Research Assistance and Instruction

Library Day, May 12, 2014

Presentation by Ruth Baker



# Key Trends

- Open Educational Resources
- Mobile Access & Social Media (1-2 yrs)\*
- Online/Hybrid/Collaborative Learning (1-2 yrs)\*
- Flipped Classroom (1 yr or less)\*
- Makerspaces & 3D Printing (2-3 yrs)
- Gamification (2-3 yrs)\*

(\* NMC Horizon Report: 2014 Higher Education Edition)



# Trends in Instruction

- \* Open Educational Resources (MERLOT, Creative Commons)
- \* MOOCs (Online, Hybrid & Collaborative Learning)
- \* Embedded Librarians (“liaisons”, “personal librarians”, “course librarians”)
- \* Flipped classrooms/lessons
- \* Equality of services and instruction for fully-online students vs. f2f students  
[<http://www.ala.org/acrl/standards/guidelinesdistancelearning>)]



# Who are These Students?

Millennial Students, of Generation “Y” (born between 1980 and 2000)—they:

- \* are “plugged in” to technology
- \* are multi-taskers
- \* expect to find answers
- \* want to avoid wasting time
- \* have ‘research needs’ rather than research ‘questions’

Sources: Latham and Gross, 2013; Asher et al., 2013;; Nielsen and Webb, 2011; Foster et al., 2010; Bauerline, 2009



# Makerspaces

- \* Makerspaces - what are they?
- \* Social/Collaborative learning spaces:  
group work, peer instruction (f2f or  
online)
- \* not necessarily hi-tech





**Buffy Gunter Hamilton**

Fri at 11:26AM Edited

**Jennifer LaHatte Lund** and I are so excited! First of many arrivals for our new NHS Library Learning Studio! Our Verb easel and whiteboards from Steelcase and DeKalb Office! Woot! <http://www.steelcase.com/en/products/category/educational/technology-visual/verbdisplay/pages/overview.aspx>



**Thank you NHS Foundation and GCPS Foundation!**

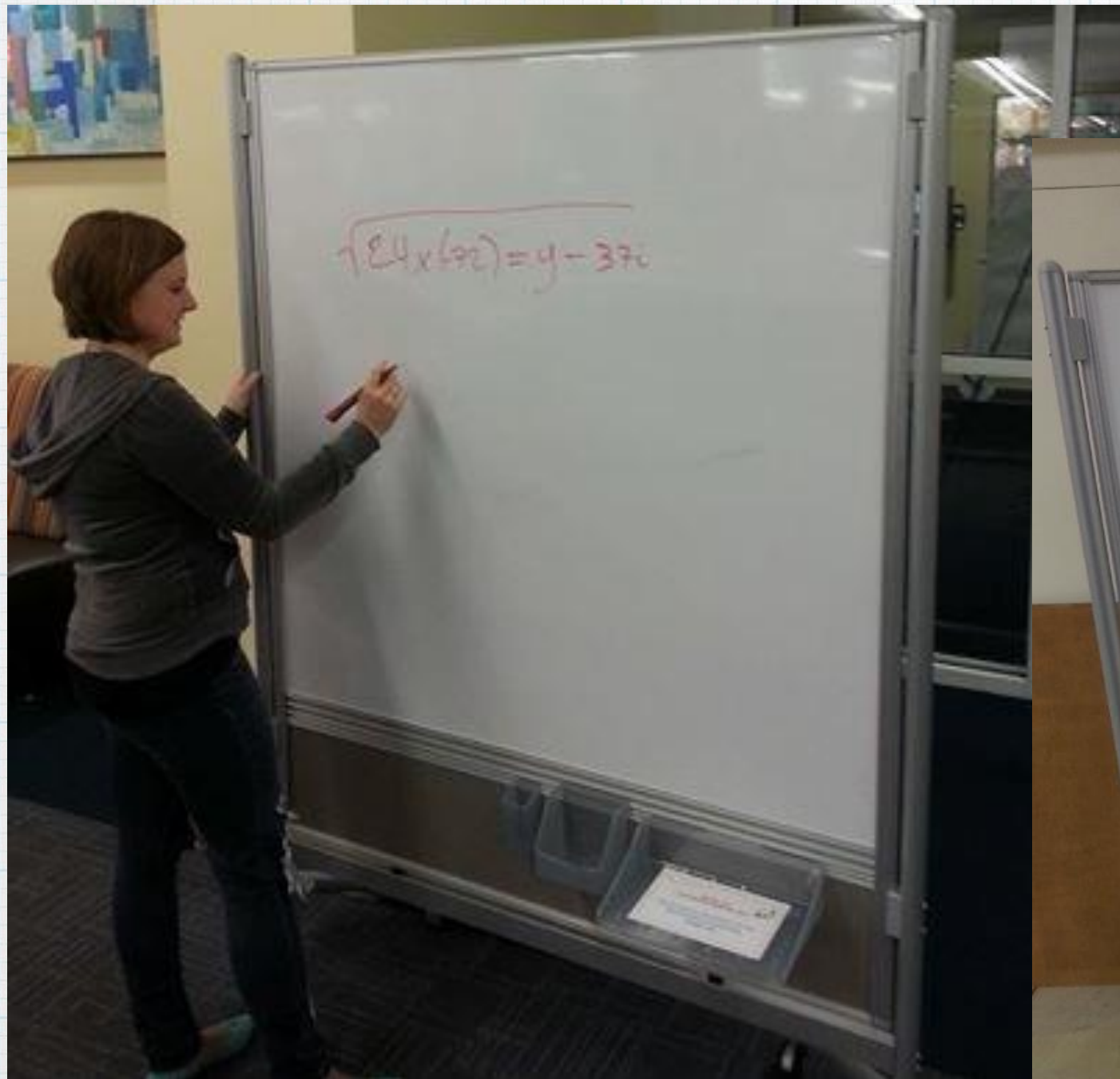


# Makerspaces at Clemson





# Instant Study Rooms at Henderson Library





# Gamification

- \* deliver course content in engaging, interactive way
- \* “digital badges” — trophies, coins, or other achievements earned as skills/knowledge increase
- \* scaffolded learning process, with “chunking”



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